

Gurin Kara  
 CHARACTER  
 Kasatha Medium female  
 RACE & LA SIZE GENDER  
 Neutral none  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Kasatha, Androffan, Common, Gnoll, Dwarven

David  
 PLAYER  
 5'5" 135 none black pale gray  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Castrovell  
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	13	1	13			
<b>DEX</b>	20	5	18	2		
<b>CON</b>	14	2	14			
<b>INT</b>	16	3	16			
<b>WIS</b>	20	5	18	2		
<b>CHA</b>	9	-1	9			

HITPOINTS				CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
12	12	1	gunslinger (techslinger)	1	7		2	2	0	1	
NONLETHAL HP DAM											
TEMPORARY HP											
<b>TOTAL HP</b>				<b>TOTALS</b>							
12				1 7 0 2 2 0 1							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	20	-10+	3	0	5	2				
<b>TOUCH</b>	17	-10+			5	2				
<b>FLAT-FOOT</b>	13	-10+	3	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	7
<input checked="" type="checkbox"/> ACROBATICS *	DEX	9	1	5	3
<input type="checkbox"/> APPRAISE	INT	3		3	
<input checked="" type="checkbox"/> BLUFF	CHA	-1		-1	
<input checked="" type="checkbox"/> CLIMB *	STR	1		1	
<input checked="" type="checkbox"/> CRAFT: mechanical	INT	7	1	3	3
<input type="checkbox"/> DIPLOMACY	CHA	-1		-1	
<input type="checkbox"/> DISABLE DEVICE *	DEX			5	
<input type="checkbox"/> DISGUISE	CHA	-1		-1	
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	5		5	
<input type="checkbox"/> FLY *	DEX	5		5	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA			-1	
<input checked="" type="checkbox"/> HEAL	WIS	5		5	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	-1		-1	
<input checked="" type="checkbox"/> KN: engineering	INT	7	1	3	3
<input checked="" type="checkbox"/> KN: local	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> LINGUISTICS	INT			3	
<input checked="" type="checkbox"/> PERCEPTION	WIS	9	1	5	3
<input type="checkbox"/> PERFORM:	CHA	-1		-1	
<input checked="" type="checkbox"/> PROF: gunsmith	WIS	9	1	5	3
<input checked="" type="checkbox"/> RIDE *	DEX	5		5	
<input type="checkbox"/> SENSE MOTIVE	WIS	5		5	
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX			5	
<input type="checkbox"/> SPELLCRAFT	INT			3	
<input checked="" type="checkbox"/> STEALTH *	DEX	9	1	5	3
<input checked="" type="checkbox"/> SURVIVAL	WIS	9	1	5	3
<input checked="" type="checkbox"/> SWIM *	STR	1		1	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			-1	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	4	2	2			
<b>REF</b>	7	2	5			
<b>WILL</b>	5	0	5			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	2		1			
<b>RANGED</b>	6		5			
<b>CMB</b>	2	1	STR	1		
<b>CMD</b>	19	-10+	B1B	DODGE & DEFLECT 2	STA & DEX 6	

**FEATS & FEATURES**  
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Kasatha Race (People of the Stars = PotS 8) Technologist trained in all tech-related checks (Technology Guide = TG 7)

Defensive Training (Ex) +2 Dodge AC (PotS 8) Twin Rifles (Ex) can shoot two rifles (PotS 8)

Desert Stride (Ex) move through difficult desert at normal speed (PotS 8) Adroit (Racial Trait) draw weapon is free action (PotS 9)

Jumper (Ex) always have running start on jump checks (PotS 8)

Multi-Armed (Ex) has 4 arms (PotS 8)

Stalker (Ex) Perception & Stealth are class skills (PotS 8)

Gunslinger class HD=10 (Ultimate Combat = UC 9)

Prof: All simple and martial weapons and firearms

Prof: Light Armor

gunsmithing (UC 103)

grit (Ex) (pool = Wis Mod = 5) (UC 9)

grit: kill or critical hit generates 1 grit point

Deadeye (Ex) extend range (1 point) (UC 10)

Gunslinger's Dodge (Ex) +2 AC or +4 then prone (1 pt) (UC 10)

Quick Clear (Ex) fix misfire (1 pt) (UC 10)

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR INNSuit (TG-31) +3 AC, resist 5 cold,acid,elect	3					
SHIELD						

MARK A  TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW  MEDIUM  FAST

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30	30				

INIT 5 = 5 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES 5 cold,acid,elect

POOL POINTS 5 Grit

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Arc Rifle x2 (TG-22)	+6	2d6 elect	x2	150			20 charge packs
Kasatha Spinal Sword	+6	1d6	x3		P,S		

